

CS4204 Computer Graphics Spring 2012

Homework 3 – 3D Robot (Programming)

Due Dates

Homework 3 is due on Monday, 02/20/2012 11:59pm.

Introduction

In computer graphics, hierarchical modeling is widely used for designing a virtual 3D character. The design normally includes articulated body design and body poses design.

In this homework, you need to write a program to model or design a human-like robot, which will be used in the later homeworks for character animation.

Your 3D robot character should have all of the following features.

Features of the Robot character

Your robot character should have the following body parts: (36 points, 4 points for each part)

- Torso: Should have at least two parts torso. Upper torso and lower torso.
- Pelvis
- Left and Right leg: Each leg should have at least two parts, upper leg and lower leg.
- Shoulder
- Left and Right Arm: Each arm should have at least two parts, upper and lower arm
- Left and Right Feet
- Left and Right Hand
- Neck
- Head

Features of the program

Your program must contain all of the following features: (64 points)

- The scene should also include a floor. (4 points)
- You should be able to use the mouse to change the view angle, zoom in-and-out and pan the camera. (Pan, Zoom and Rotate) (25 point)
- You should be able to change the body pose using mouse to change every joint angle between body parts. (35 points)
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What to Submit

Put your solution in one or more C++ source files. The main file (which includes function main {}) should be named `homework3.cpp`. Upload all source files in a zip file onto the dropbox in the class scholar site. Please also include a description file, called "descriptions.txt" that describes how to use your program.